

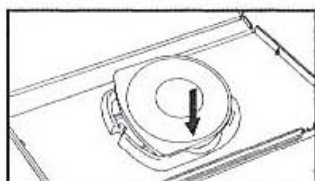


**THE KING OF  
FIGHTERS  
COLLECTION  
-The Orochi Saga-**

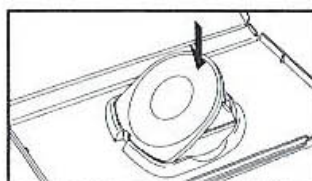


## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email [anti-piracy@eu.playstation.com](mailto:anti-piracy@eu.playstation.com) or call your local Customer Service number given at the back of this manual.

## PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD  
LANGUAGE



FEAR



SEXUAL  
CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit  
<http://www.pegi.info>



## ULES-01191

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# SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

## Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

## Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: [eu.playstation.com](http://eu.playstation.com)

# PARENTAL CONTROL

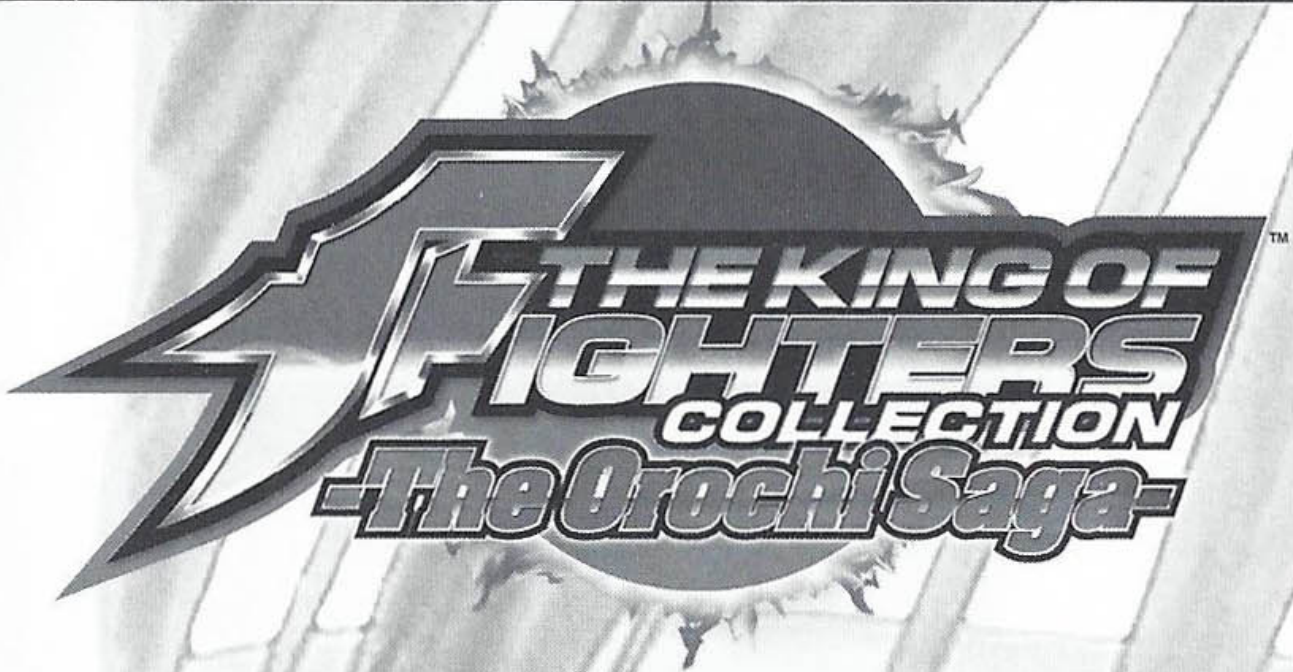
This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

| PARENTAL CONTROL LEVEL | PEGI RATING AGE GROUP |
|------------------------|-----------------------|
| 9                      | 18+                   |
| 7                      | 16+                   |
| 5                      | 12+                   |
| 3                      | 7+                    |
| 2                      | 3+                    |



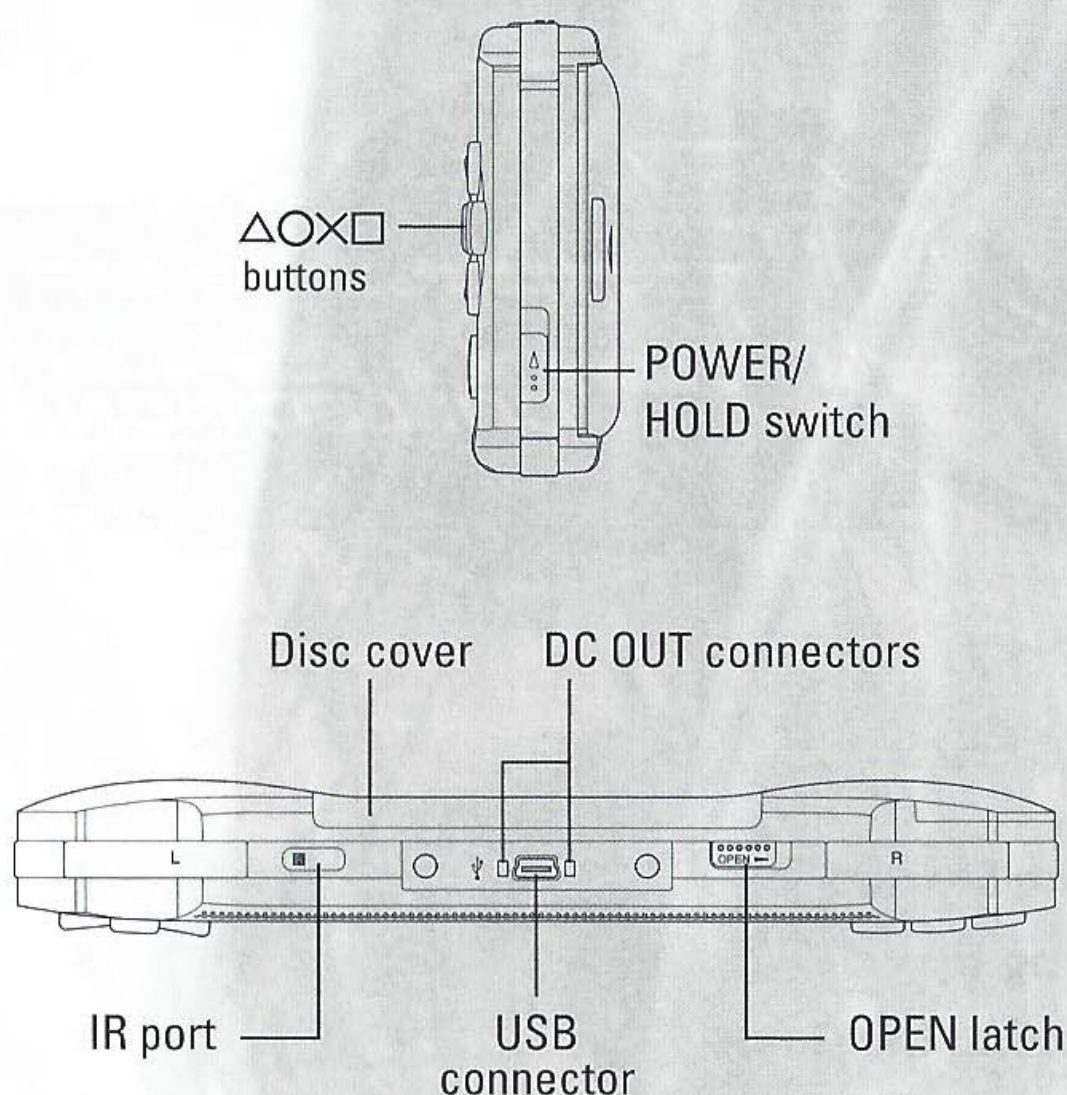
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# SETTING UP



Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the *THE KING OF FIGHTERS COLLECTION - THE ORICHI SAGA* - disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the × button to commence loading. Make sure that you have enough free space on your Memory Stick Duo™ before commencing play.

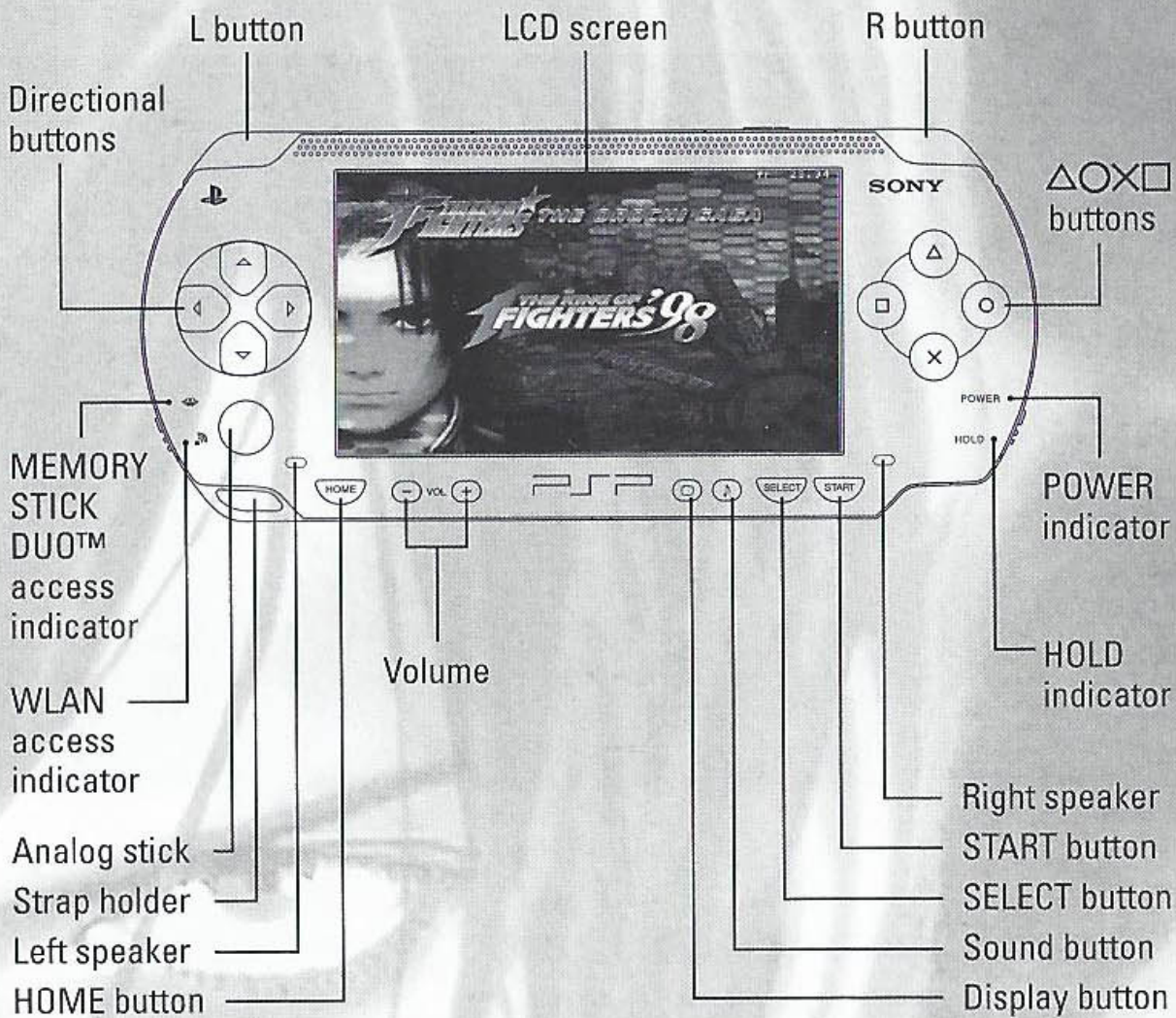
PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

## MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Note: This title uses an autosave feature. Do not switch off the power while the Memory Stick Duo™ access indicator is flashing.





Note: This title uses Local user nicknames. Any unsupported characters will be replaced.

## WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



### AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



### GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

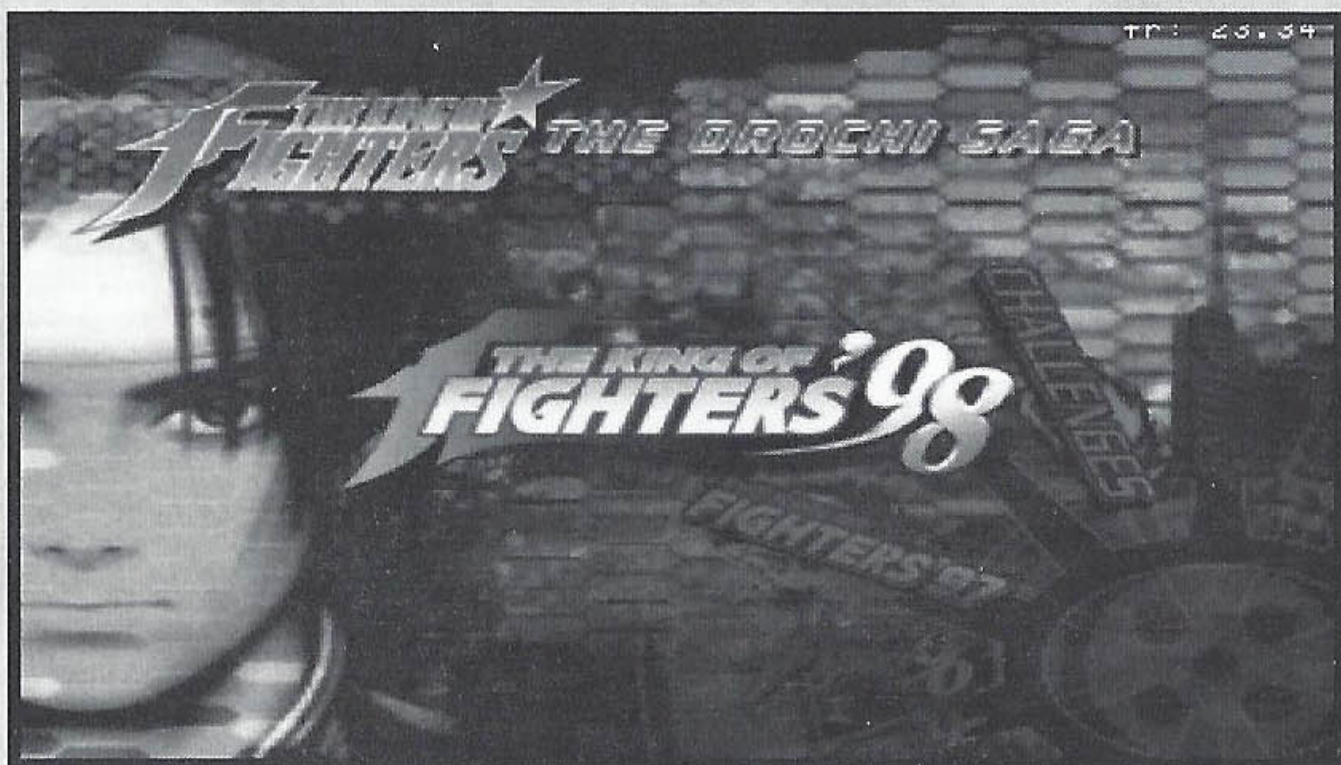


### INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.



# BEGINNING THE GAME

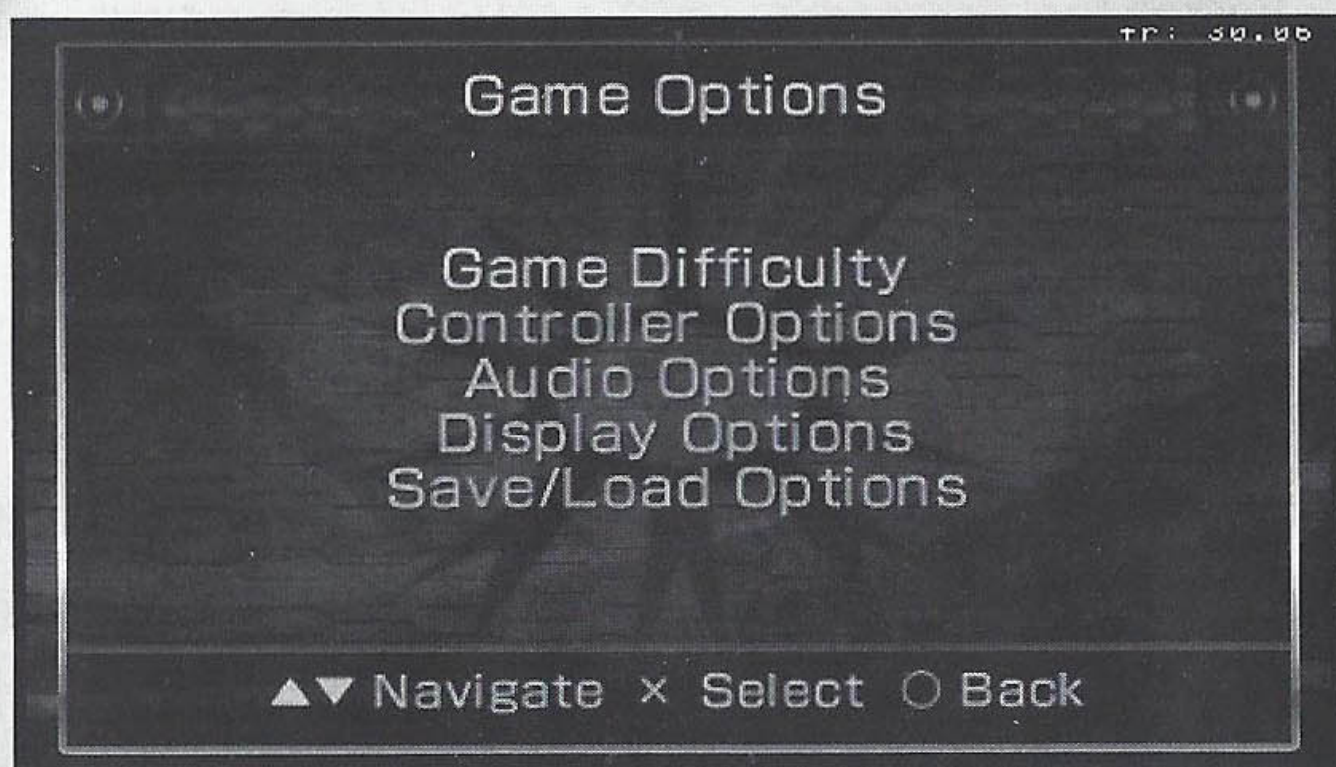


Press the START button at any time to bypass the opening cinematic to access the Main Game screen. From this screen you will be able to scroll through and select one of the 5 games to play or access **Options**, **Challenges** or **Media**.

Press the directional buttons **↑** and **↓** to cycle through the entire collection of games. Select a game by pressing the **⊗** button. Once you've selected a game, you will then have the option to start a single player game or host/join a game wirelessly via the PSP™ system's Ad Hoc mode. (Please see page 7 for more information on wireless play.) Press the START button to begin the game. Also, before the game begins you will have the option to select a Game Mode as described below or Return to the Main Menu:

- **Arcade Mode** – Play the original arcade version of the game, 1 player only.
- **Extreme VS Mode** – Play against a friend in a 2-player match (KOF 98).
- **Training Mode** – Go here to practice your skills and hone your fighting technique.





Access the Options Menu from the Main Game screen by pressing the **X** button. The settings you choose are reflected for each game and can only be edited under the Options Menu. Press the directional buttons **↑** and **↓** to select an item and the **X** button to enter. Press the START button to save game settings as well as "Exit" the current menu option. Press the **○** button to cancel. The following items are listed under the Game Options:

- **Game Difficulty** – Adjust the difficulty setting from 1 to 8 with 8 being the hardest.
- **Controls** – Customize the configuration of the controls.
- **Audio Options** – Adjust the Music & Sound Effects levels.
- **Display Options** – Adjust the screen brightness and visual mode.

**Note:** Visual mode contains 4 display options to choose from: Original Pixel, Full Screen, Smart Stretch and 4:3

- **Save/Load Options** – Save/Load Game Option items and completed Challenges.



# CHALLENGES

You think you're a good fighter? Go here and select a Challenge to find out. Complete the challenge to unlock bonus material. Press the directional buttons ← and → to view the category at the top of the screen and then ↑ and ↓ to select a Challenge. Go to the "Won" category to see how many Challenges you've completed.

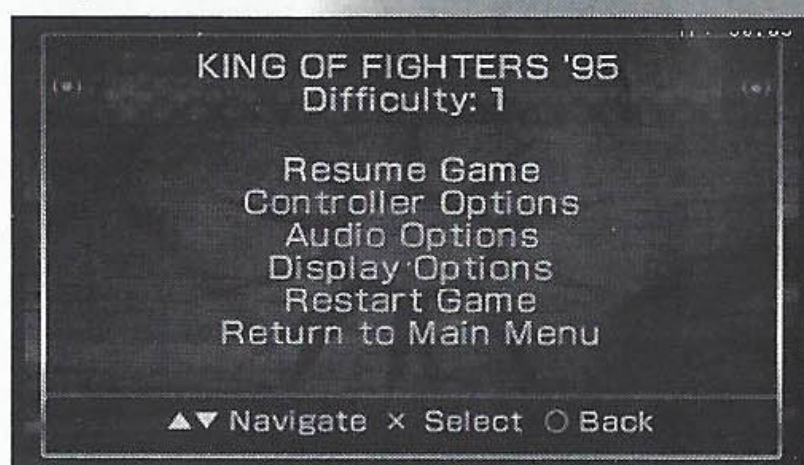
# MEDIA

Go here to view and listen to bonus material such as artwork and soundtracks you've unlocked by completing a specific Challenge.

# PAUSE MENU

At any time during the gameplay you can pause the action by pressing the SELECT button. Press the directional buttons ↑ and ↓ to select an option. You will then be asked if you would like to save these settings.

- Resume Game
- Move List
- Controller Options
- Audio Options
- Display Options
- Restart Game
- Return to Main Menu – Exit the current game and return to the Main Menu
- End Network Game – Ends your current multiplayer game (multiplayer pause menu only)

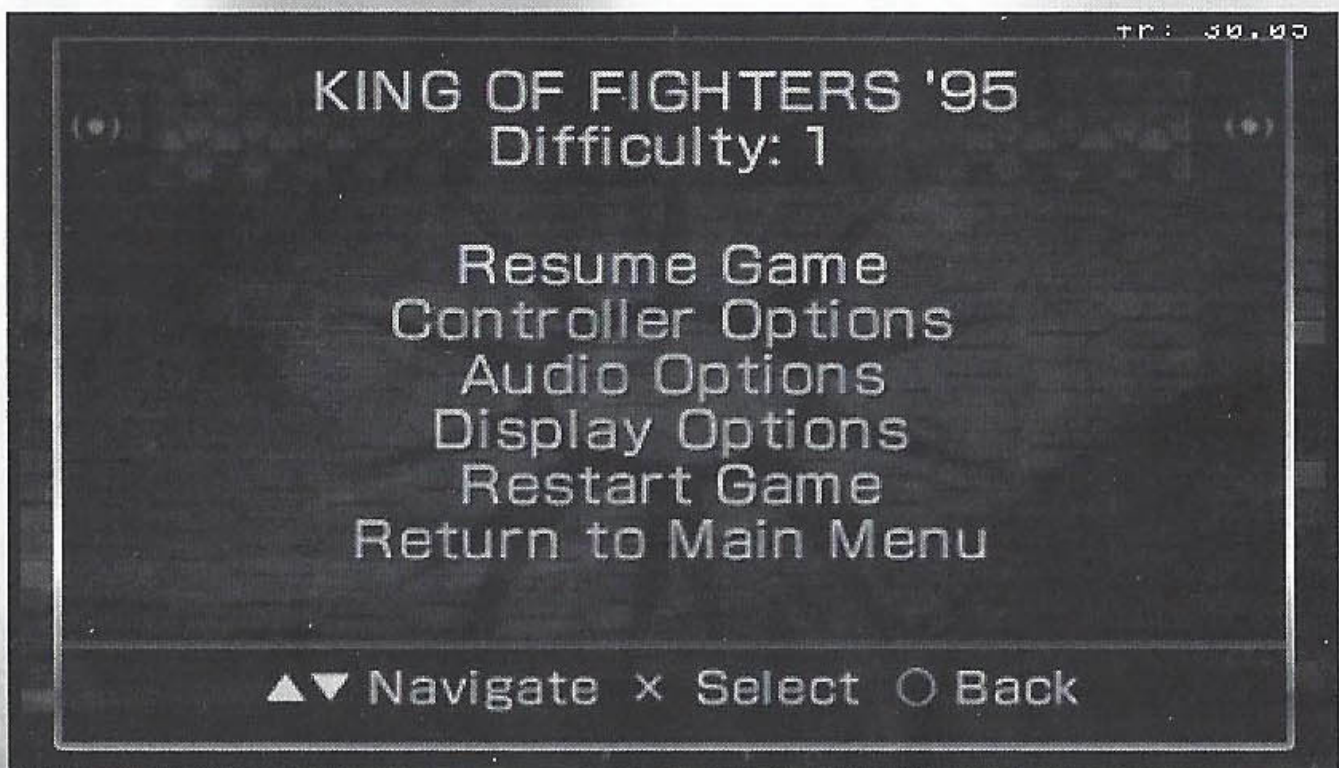




Play cooperatively wirelessly with a friend using the PSP™ system's Ad Hoc mode. After selecting a game to play, select either Join Network Game or Host Network Game.

**Host Network Game** - The hosting player must wait for players to appear in their lobby.

**Join Network Game** - Players wishing to join a game must first select the appropriate game and then choose "Join Network Game."



**Note:** The WLAN switch on the PSP™ must be turned on to establish a wireless connection.

### **Pausing the game / changing settings during network play:**

If you pause the game during network play, all connected players' games are paused and darkened and a Pause message will appear in the center of the other player's game screen.

### **Loss of connection / dropping networked players:**

If a network player is dropped from a game, either by choice or due to network failure, the game in progress on all PSP™ systems will be defaulted back to the Main Menu.



# GAME OVERVIEW

Please note the following default Control configurations are used for each game.

⊗ Button – Light Punch

□ Button – Light Kick

L Button – Avoid

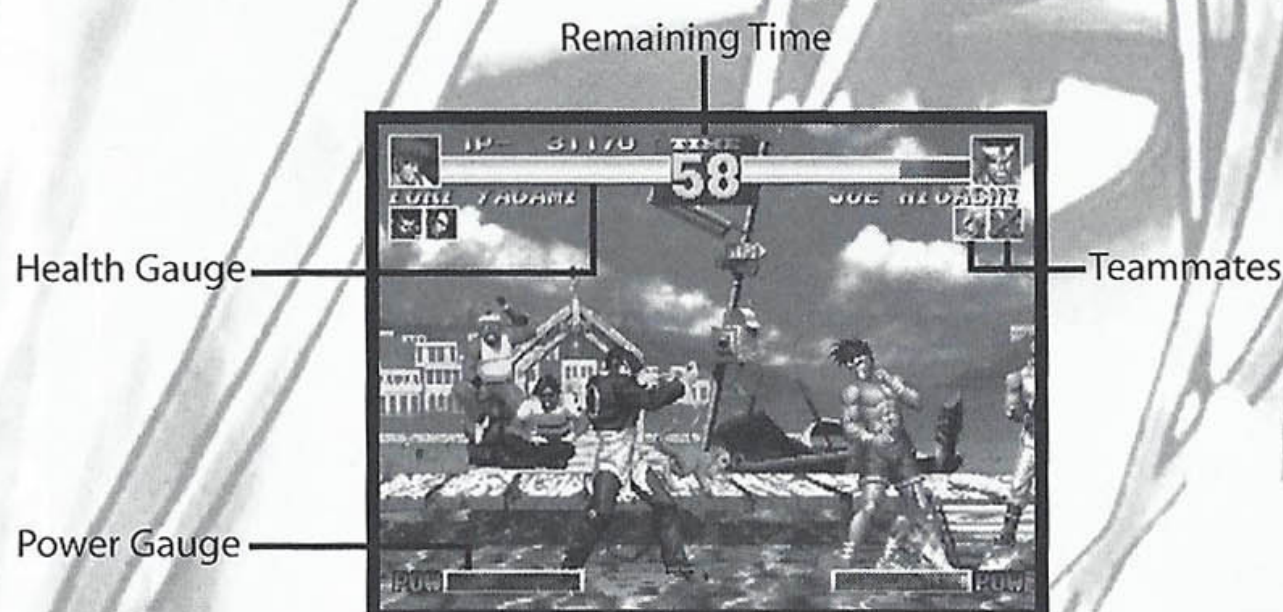
△ Button – Strong Kick

○ Button – Strong Punch

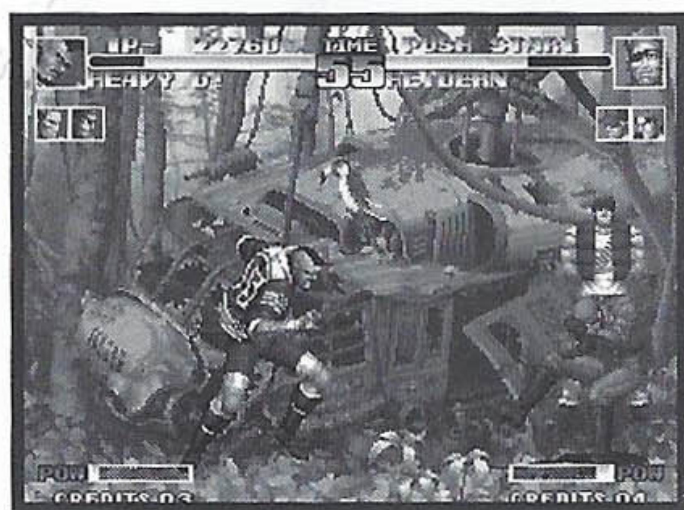
R Button – Knockdown

These controls can be customized by selecting Controls under the Options Menu or by pressing the SELECT button to pause a current game and selecting Controls.

## GAME SCREEN



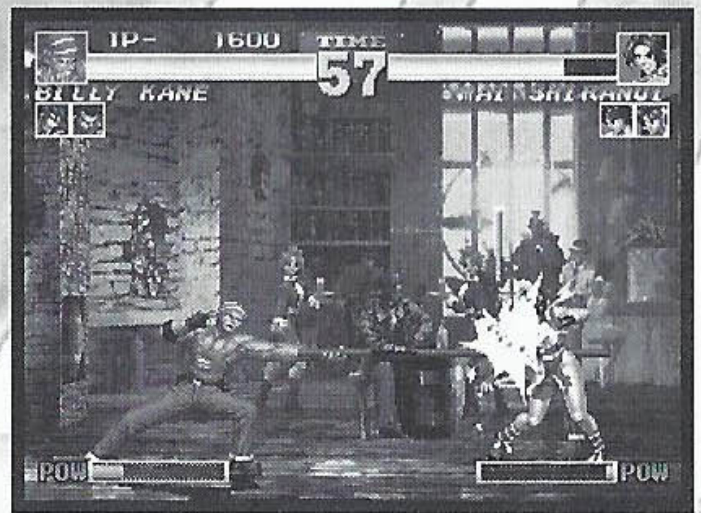
## THE KING OF FIGHTERS '94



**Story:** Rugal Bernstein an incredibly rich and notorious crime lord, as well as an incredibly skilled fighter, has become bored with the lack of worthy fighting opponents and decides to host a new King of Fighters tournament.

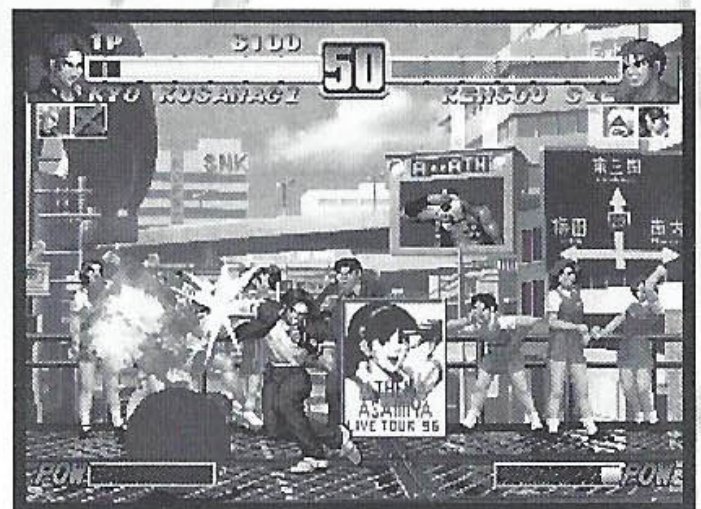
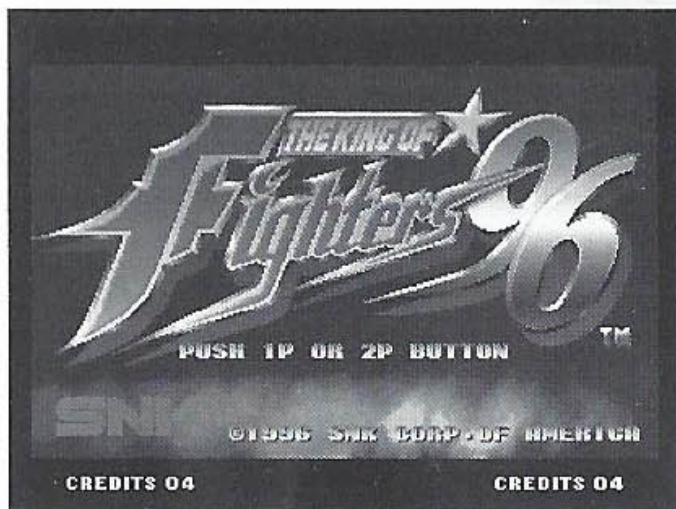


## THE KING OF FIGHTERS '95



**Story:** Rugal Bernstein, thought to have perished in an explosion in KOF 94, had in fact survived and has sent out invitations to the fighting teams signed simply 'R'. Unknown to everyone, Rugal has been augmented with cybernetic implants making him a Cyborg (known as 'Omega Rugal').

## THE KING OF FIGHTERS '96

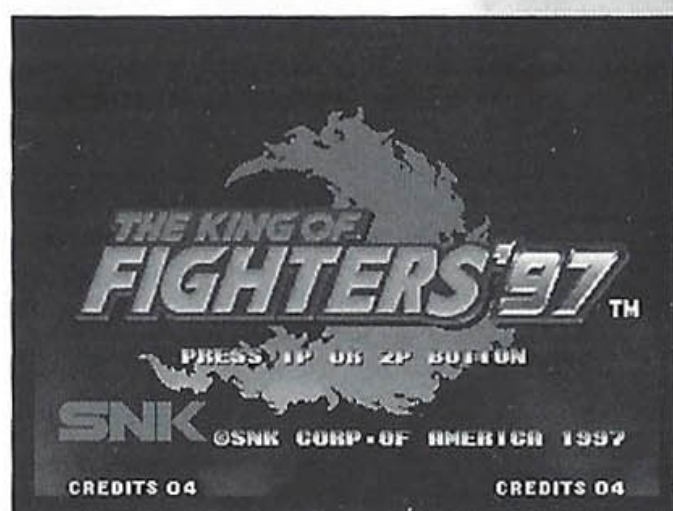


**Story:** The King of Fighters tournament's fame has grown immensely, to the point that it has turned into a major international event. This year's sponsor, a woman named Chizuru Kagura intends to make contact with Kyo Kusanagi, as well as his rival and enemy, Iori Yagami. After fighting Kyo, Chizuru reveals to him that a larger power was afoot, known as the Orochi, and that he would soon have to battle against it.



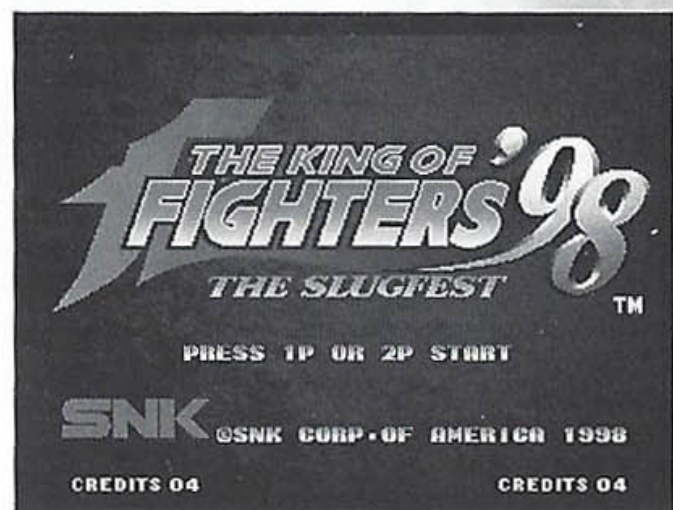
# GAME OVERVIEW

## THE KING OF FIGHTERS '97



**Story:** Determined to harness the secret power of the Orochi, Geese Howard has created and entered a new '97 Special Team', which consists of Ryuji Yamazaki, Blue Mary and Billy Kane. Also, a mysterious New Faces Team, composed of three band-members (Shermie, Yashiro Nanakase and Chris) enter the tournament with the terrible intentions of raising Orochi from his slumber.

## THE KING OF FIGHTERS '98



**Story:** Known as a "Dream Match" KOF 98 contains the greatest fighters up to this point in the KOF history. A total of 39 characters making up 12 teams plus bonus and hidden characters.





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